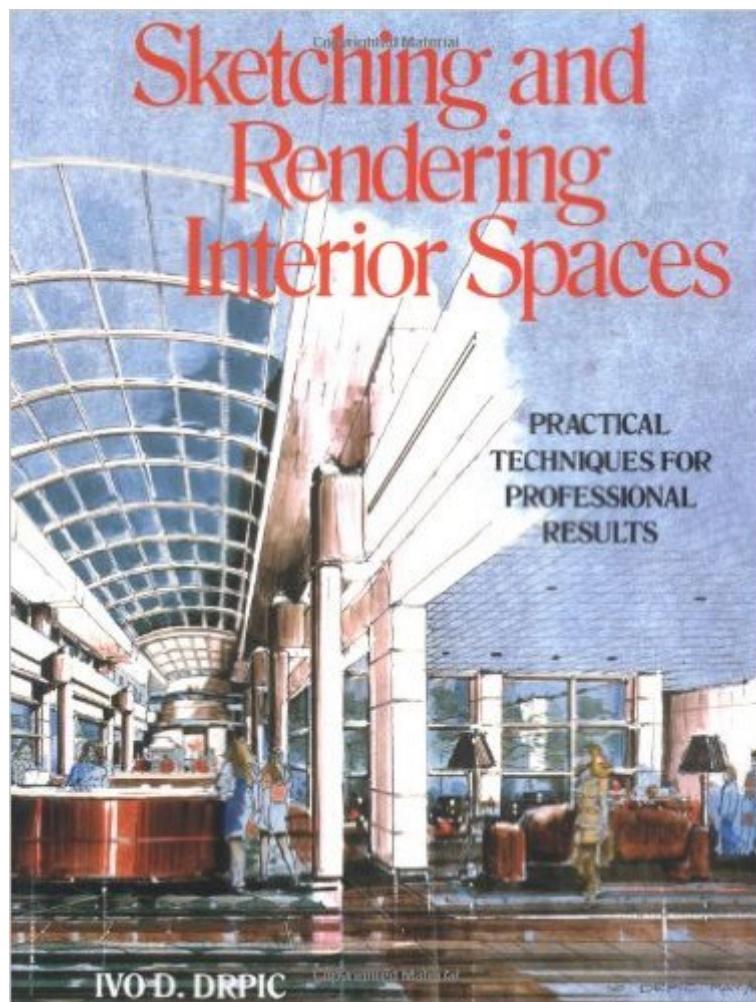


The book was found

# Sketching And Rendering Of Interior Spaces



## Synopsis

Sketching and Rendering Interior Spaces is a complete illustrated course in sketching interior spaces. Ivo Drpic demonstrates how, using simple equipment and easy-to-master techniques, anyone can progress from free-flowing doodles to completely professional, presentation-quality renderingsâ "saving time and the high cost of using professional renderers.

## Book Information

Paperback: 176 pages

Publisher: Watson-Guptill; unknown edition (July 1, 1988)

Language: English

ISBN-10: 0823048535

ISBN-13: 978-0823048533

Product Dimensions: 8.2 x 0.4 x 11 inches

Shipping Weight: 1.5 pounds (View shipping rates and policies)

Average Customer Review: 4.2 out of 5 starsÂ Â See all reviewsÂ (22 customer reviews)

Best Sellers Rank: #411,907 in Books (See Top 100 in Books) #75 inÂ Books > Crafts, Hobbies & Home > Home Improvement & Design > Decorating & Design > Painting & Wallpapering #104 inÂ Books > Engineering & Transportation > Engineering > Reference > Architecture > Study & Teaching #360 inÂ Books > Religion & Spirituality > New Age & Spirituality > Wicca, Witchcraft & Paganism > Wicca

## Customer Reviews

I had been looking for a book on marker rendering for some time. I researched many and checked them out before purchasing this one. This book is great for "how to" learning. The author shows the steps in three sequences from your black line drawing to fully colored using Prismacolor pens. I highly recommend this book if you look at drawings and wonder-How did they get that effect? I have always been afraid of markers and I just did my first presentation with them and felt great!

I am a Graphic Design student in Kansas City. Finding anyone to teach you marker rendering is impossible, yet the field demands you have this talent. This book is a great start. I've looked all over for good books on this subject and they are rare. The book is in FULL color, with plenty of exercises. He also tells you the exact marker he used in each drawing, to keep u on track. And works through all perspective problems. It's inspiring just flipping through the pages. However, it still demands practice and discipline, but with this book it will help. If you've been scared of marker rendering, start

with this book, it will get u on your feet.

I found this text very frustrating. There is no instruction in technique beyond some simple perspective lessons. If you want to know how to accurately render different materials you will have to find another book. You can tell there are many more steps he uses to achieve his renderings, possibly even the use of other materials or media with his markers, but there is no information about it in his book. It is the text our professor uses for our Intro to Color Rendering class and I think there has to be something better than this!

I was disappointed with this book. I felt it needed more examples from different artists, rather than just the author's work. In addition, the book uses strange font and formatting which is sometimes difficult to read. In general, the information is easy to understand, but I have found other books present the same information in more concise terms. Okay to add to a collection, but not recommended to be the main source for any interior design project.

It's what I was looking for. Right edition, and cheap. I really like this professor, and the book is a helpful resource. I got a used copy and with it signs of use, but the book is still in good condition.

The tutorials aren't as in-depth as I had hoped, each step is a different drawing of the same image. It would have been better to document his process along the progression of a single image. But, just being able to see his works at various stages of completion is very enlightening.

This is the third book I've bought that covers perspective, and finally, finally, now I can draw a complex room in 2-point perspective. And it only took me a few hours to learn. Excellent book. As for the rendering part, I find that Michael Doyle's book has more precise instructions. This one though has its own merits. Very happy with my purchase.

This book is a great reference for anyone looking to sketch interiors. The technique is well illustrated and explained in an easy to read format. Excellent resource for anyone learning to draw architectural spaces.

[Download to continue reading...](#)

Sketching and Rendering of Interior Spaces Rendering in SketchUp: From Modeling to Presentation for Architecture, Landscape Architecture, and Interior Design Como construir invernaderos y

jardines de interior / How to Build Greenhouses and Interior Gardens (Bricolaje / Do It Yourself) (Spanish Edition) kimonobana interior: The beauty of decorative kimono interior Interior Design: How To Make Your Home Look Amazing - The Complete Beginners Guide To Decorating Your Home On A Budget! (Feng Shui, Interior Design Handbook) Gobierna tu vida. Estrategias ancestrales para la vida moderna (El Viaje Interior/ the Interior Voyage) (Spanish Edition) Daring Adventures in Paint: Find Your Flow, Trust Your Path, and Discover Your Authentic Voice-Techniques for Painting, Sketching, and Mixed Media Engineering Design Graphics: Sketching, Modeling, and Visualization Engineering Design Graphics: Sketching, Modeling, and Visualization, 2nd Edition Everyday Sketching and Drafting Sketching, Product Design Presentation Brand Sketching: La era de bocetar marcas. (Spanish Edition) Real-Time 3D Rendering with DirectX and HLSL (Book) and DirectX Essentials LiveLessons (Video Training) Bundle Manual of Rendering With Pen and Ink (The Thames and Hudson Manuals) Narada Bhakti Sutras: Aphorisms on The Gospel of Divine Love [with Sanskrit text, word-by-word meaning, English rendering of the text and elaborate explanatory and critical Notes] Digital Lighting and Rendering (3rd Edition) (Voices That Matter) Advanced Animation and Rendering Techniques Real-Time 3D Rendering with DirectX and HLSL: A Practical Guide to Graphics Programming (Game Design) 3D Rendering in Windows: How to display three-dimensional objects in Windows with and without OpenGL. AutoCAD 2016 For Architectural Design: Floor Plans, Elevations, Printing, 3D Architectural Modeling, and Rendering

[Dmca](#)